

Nargot NAME **Humi** PLAYERNAME **None** DEITY **Chaotic Good** ALIGNMENT
Rog10 CLASS **48000** EXPERIENCE **Dwarf** RACE **Medium** SIZE **4'5"** HEIGHT **71 kg** WEIGHT **Darkvision (60'), Normal** VISION
10 LEVEL **55000** NEXT LEVEL **52** AGE **Male** GENDER **brown** EYES **light brown,** HAIR **0** POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	HP hit points	WOUNDS/CURRENT HP						SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED		
STR Strength	16	+3			67										Walk 6 m					
DEX Dexterity	18	+4			AC armor class	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISC CHANGE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE	
CON Constitution	14	+2				22	15	10	6	1	4	0	0	0	1		15	-1	0	
INT Intelligence	14	+2			INITIATIVE modifier	TOTAL	DEX MODIFIER	MISC MODIFIER												
WIS Wisdom	10	+0				+8	+4	+4												
CHA Charisma	10	+0			BASE ATTACK bonus	+7/+2														

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+6	+3	+2	+1	+0	+0		
REFLEX (dexterity)	+12	+7	+4	+1	+0	+0		
WILL (wisdom)	+4	+3	+0	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+10/+5	+7/+2	+3	+0	+0	0	
RANGED attack bonus	+11/+6	+7/+2	+4	+0	+0	0	
GRAPPLE attack bonus	+10/+5	+7/+2	3	+0	+0	0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6/+1	1d3+3	20/x2

Crossbow (Hand/Masterwork)	HAND	TYPE	SIZE	CRITICAL
	Carried	P	T	19-20/x0
Ammunition: Bolts (Crossbow/10)	9 m'	18 m'	27 m'	36 m'
To Hit	+11/+6	+9/+4	+7/+2	+5/+0
Dam	1d4	1d4	1d4	1d4

*Silver Mace +2	CURRENT HAND	TYPE	SIZE	CRITICAL
	Both	B	M	20/x2
To Hit	Dam	To Hit	Dam	
1H-P	+13/+8	1d8+5	2W-P-(OH)	+7/+2
1H-O	+9/+4	1d8+3	2W-P-(OL)	+9/+4
2H	+13/+8	1d8+6	2W-OH	+3

	CURRENT HAND	TYPE	SIZE	CRITICAL
				/x
To Hit	Dam	To Hit	Dam	
1H-P		2W-P-(OH)		
1H-O		2W-P-(OL)		
2H		2W-OH		

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Buckler (Masterwork)	Shield	+1		-1	5
*Dwarven Chain	Light	+6	+6	+0	10

(Chain Shirt (Skill Bonus (Competence) (Hide +10)/Mithral/+2 (Enhancement to Armor)), 30hp/inch and 15 hardness, Weapon=ignore 20 hardness;Armor=40hp/inch and 20 hardness

SHIELD	TYPE	AC	CHECK	SPELL FAILURE
*Buckler (Masterwork)	Shield	+1	-1	5

PROTECTIVE ITEMS	AC
*Ring of Protection +1	+1

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS: 13/6.5
Appraise	INT	10	= 2	+ 8.0	+ 0	
Balance	DEX	10	= 4	+ 5.0	+ 1	
Bluff	CHA	4	= 0	+ 4.0	+ 0	
Climb	STR	6	= 3	+ 4.0	+ -1	
Concentration	CON	2	= 2	+ 0.0	+ 0	
Craft (Locksmithing)	INT	5	= 2	+ 5.0	+ -2	
Craft (Untrained)	INT	0	= 2	+ 0.0	+ -2	
Decipher Script	INT	5	= 2	+ 3.0	+ 0	
Diplomacy	CHA	0	= 0	+ 0.0	+ 0	
Disable Device	INT	15	= 2	+ 13.0	+ 0	
Disguise	CHA	0	= 0	+ 0.0	+ 0	
Escape Artist	DEX	4	= 4	+ 1.0	+ -1	
Forgery	INT	3	= 2	+ 1.0	+ 0	
Gather Information	CHA	2	= 0	+ 2.0	+ 0	
Heal	WIS	0	= 0	+ 0.0	+ 0	
Hide	DEX	20	= 4	+ 7.0	+ 9	
Intimidate	CHA	0	= 0	+ 0.0	+ 0	
Intuit Direction	WIS	2	= 0	+ 2.0	+ 0	
Jump	STR	6	= 3	+ 2.0	+ 1	
Listen	WIS	10	= 0	+ 10.0	+ 0	
Move Silently	DEX	13	= 4	+ 10.0	+ -1	
Open Lock	DEX	17	= 4	+ 13.0	+ 0	
Perform	CHA	0	= 0	+ 0.0	+ 0	
Pick Pocket	DEX	7	= 4	+ 4.0	+ -1	
Read Lips	INT	3	= 2	+ 1.0	+ 0	
Ride	DEX	4	= 4	+ 0.0	+ 0	
Search	INT	12	= 2	+ 10.0	+ 0	
Sense Motive	WIS	0	= 0	+ 0.0	+ 0	
Spot	WIS	9	= 0	+ 9.0	+ 0	
Swim	STR	-2	= 3	+ 1.0	+ -6	
Tumble	DEX	10	= 4	+ 7.0	+ -1	
Use Magic Device	CHA	7	= 0	+ 7.0	+ 0	
Use Rope	DEX	5	= 4	+ 1.0	+ 0	
Wilderness Lore	WIS	0	= 0	+ 0.0	+ 0	

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack <small>1.5 kg, 1 Padlock, mag., 1 Bolts (Crossbow/10), 1 Thieves' Tools (Masterwork)</small>	Equipped	1	1	2	
Ring of Strength +2 <small>(Ring (STR +2))</small>	Equipped	1	0	0	
Bag of Holding (Type 2) <small>0.0 kg</small>	Equipped	1	12.5	5000	
Bolts, Crossbow (10)	Backpack	1	0.5	1	
<input type="checkbox"/>					
Bolts, Crossbow (10) <small>(Hand/Masterwork)</small>	Crossbow	1	0.5	1	
<input type="checkbox"/>					
Buckler (Masterwork)	Equipped	1	2.5	15	
Cloak of Resistance +1	Equipped	1	0.5	1000	
Crossbow (Hand/Masterwork) <small>0.5 kg, 1 Bolts (Crossbow/10)</small>	Carried	1	1.5	100	
Dwarven Chain <small>(Chain Shirt (Skill Bonus (Competance) (Hide +10)/Mithral/+2 (Enhancement to Armor))), 30hp/inch and 15 hardness, Weapon=ignore 20 hardness;Armor=40hp/inch and 20 hardness</small>	Equipped	1	6.25	7100	
Holy Water (Flask)	Pouch (Belt)	1	0.625	25	
Outfit (Explorer's)	Equipped	1	4	10	
Padlock, mag. <small>(Lock (Amazing/WONDROUS))</small>	Backpack	1	0.5	120	
Potion of Sneaking	Pouch (Belt)	1	0	150	
<input type="checkbox"/>					
Pouch (Belt) <small>0.625 kg, 1 Holy Water (Flask), 1 Ring (Feather Falling), 1 Potion (Sneaking)</small>	Equipped	1	0.25	1	
Ring of Feather Falling	Pouch (Belt)	1	0	2200	
Ring of Protection +1	Equipped	1	0	2000	
Silver Mace +2 <small>(Mace (Heavy/Silver/+2 (Enhancement to Weapon or Ammunition)))</small>	Equipped	1	6	9312	
Thieves' Tools (Masterwork)	Backpack	1	0.5	30	
TOTAL WEIGHT CARRIED/VALUE			33.125 kg	27067 gp	

LANGUAGES
Common, Dwarven, Literacy

WEIGHT ALLOWANCE					
Light	38.0	Medium	76.5	Heavy	115.0

MONEY
4585 GP Goblet (600GP) Prince Goran memorial coin (8 sided, 2" diameter, front: dwarven rune for Goran, back: dwarven runes for fire, death and Moradin's hammer)

SPECIAL ABILITIES
+1 racial bonus to attack rolls against orcs and goblinoids
+2 racial bonus on Appraise checks that are related to stone or metal items
+2 racial bonus on Craft checks that are related to stone or metal
+2 racial bonus on saving throws against poison
+2 racial bonus on saving throws against spells and spell-like effects
+4 dodge bonus against giants
Evasion (Ex)
Improved Evasion (Ex)
overrides and provides +1 dmg to creatures with DR:silver/x
Sneak Attack 5d6
Stonecunning
Uncanny Dodge (can't be flanked)
Uncanny Dodge (Dex bonus to AC)

FEATS	
Dodge	During the character's action, the character designates an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent..
Exotic Weapon Proficiency	The character makes attack rolls with the weapon normally..
Improved Initiative	The character gets a +4 bonus on initiative checks..
Martial Weapon Proficiency	The character makes attack rolls with the weapon normally..
Shield Proficiency	The character can use a shield and suffer only the standard penalties..
Weapon Focus (Mace (Heavy))	The character adds +1 to all attack rolls the character makes using the selected weapon..

PROFICIENCIES
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Mace, Mace (Heavy), Morningstar, Quarterstaff, Rapier, Sap, Shieldbash, Shortbow, Shortbow (Composite), Sword (Short)